

2 Kinds of Polygons:

① Regular - all sides &  $\angle$ s are congruent

② Ex: Equilateral  $\Delta$  - all sides are  $\cong$  and all  $\angle$ s are  $60^\circ$

② Irregular - not all sides &  $\angle$ s are  $\cong$

Ex: Scalene  $\Delta$

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## QUADRILATERALS

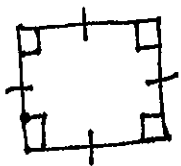
Parallelograms - quadrilaterals w/ opposite sides parallel & congruent

① Rhombus - a parallelogram w/ 4 congruent sides,  $\angle$ s can be acute & obtuse OR right

② Square - a parallelogram w/ 4  $\cong$  sides & 4 right angles  
(\* is always a rectangle)

③ Rectangle - a parallelogram w/ 4 right  $\angle$ s  
(\* could be a square)

Ex:



rhombus  
rectangle  
quadrilateral

square  
parallelogram  
regular polygon